

INSTRUCTION MANUAL



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
 eye or muscle twitches
 disorientation
 any involuntary movement
- altered vision
 loss of awareness
 seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant
 to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful
 interference in a residential installation. This equipment generates, uses, and can radiate radio frequency
 energy and, if not installed and used in accordance with the instructions, may cause harmful interference to
 radio communications.

FCC & IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment
 does cause harmful interference to radio or television reception, which can be determined by turning
 the equipment off and on, the user is encouraged to try to correct the interference by one or more of the
 following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



Please note that this software is designed for use with the PlayStation®Vita handheld entertainment system. Be sure to read these instructions thoroughly before you start playing.

Please note that game screens shown in this manual are for illustration only, and may differ slightly from those found in the final product.

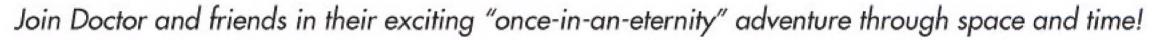


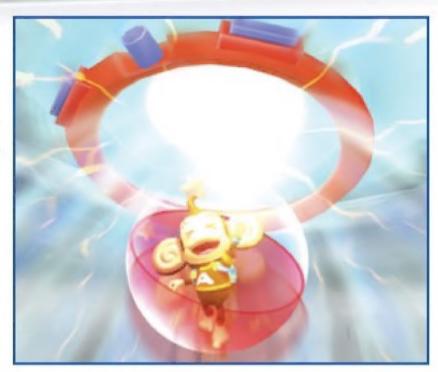
At last, the time machine is ready!! More or less...

Doctor has been putting his engineering skills to the test in creating a working time machine. Eager to try out his new invention, his friends joined him as he set out on its maiden voyage back to the Age of Dinosaurs.

Something wasn't right however. Trees and rocks were papermâché, and dinosaurs moved by clockwork. They seemed to be inside some sort of tin toy.

Doctor realized that as it was a toy time machine he'd built, the result was a toy world that it sent them to.





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CHARACTERS

AiAi

A popular monkey who loves bananas more than anything else, and thinks about them constantly as he enjoys his care-free life. There's no adventure he won't embark on, and no obstacle he can't overcome, if bananas are involved.





MeeMee

Has a very down-to-earth personality compared to AiAi. She loves AiAi with all her heart, but feels somewhat frustrated that he spends so much time thinking about bananas. Always wanting to look her best, she decorates her hair with a fragrant flower.





Baby

AiAi and MeeMee's baby, from the future. He's a little spoiled and temperamental, crying at the slightest provocation. Once he gets going, only MeeMee can stop the tears.

GonGon

A long time ago he was a very rough-and-tumble ape and considered himself and AiAi to be rivals, but now the two of them are very close friends. He trains hard every day to be the strongest of the monkeys.





YanYan

A naughty young girl who moved into AiAi's neighborhood. She's completely fearless, having learned Eight Monkey Fist—the strongest martial art in the monkey world—from her father. She was taken with AiAi the first time she laid eyes on him, and this causes her to occasionally embarrass herself.





Doctor

A mysterious old monkey that lives on the coast of Monkey Island. Though his real name remains unknown (possibly even to himself), he's very clever and has produced many inventions for the benefit of monkey-kind, hence the affectionate nickname "Doctor".



Jam

A cheerful and energetic guy who is mad about sports. He is a little scatterbrained, but is always willing to get behind AiAi in anything he does.

Jet

A kung fu master on a trip around the world. In a moment of enlightenment, he declared AiAi his rival the moment they first met. His stubborn refusal to lose means he can be quite mean at times, but at heart he's a romanticist with a keen taste for bananas. This side of his character must never be spoken of.





Beginner:

Play Monkey Ball on a beginner course.

Advanced:

Play Monkey Ball on an advanced course.

Edit Mode:

Create your own stage using the camera.

Love Maze:

Help the two monkeys reach the goal.

Monkey Bowling:

Throw the ball to bowl.



MAIN MENU

Touch the touchscreen at the Title Screen to display the Main Menu. The Main Menu is navigated by flicking the touchscreen left and right and touching the item you wish to select. Touch the arrow at the bottom left of the screen to return to the previous menu.

Solo Play

Play any of the game modes by yourself, or against CPU opponents.



MONKEY BALL

Direct your Monkey Ball to the goal ring within the time limit to complete each stage. Watch out for obstacles that hinder your progress, and dangerous edges—falling outside of the stage will lose you one try. You will begin the game with 3 tries, but these will increase with each 30 bananas you collect.

At the Monkey Ball menu, you have the following choices:

Challenge Mode Clear a series of stages earning points along the way—pass through the goal ring in each stage to progress to the next stage.

> Choose a character, world and control type to begin. When you first play, you can choose from Beginner, Normal or Advanced worlds. Clearing all of these worlds will unlock an additional Master world, which is not for the faint of heart!



Practice Mode

Practice a single stage over and over to hone your skills and find the best way to achieve a high score. Only stages you have played in Challenge Mode can be selected.

Choose a character, course, stage and control type to begin.

Edit Mode

Take a photo of a shape and shake the PlayStation®Vita system to create an original stage which you can then play in. Save the original stage.

Replay

View, manage and share saved game replays. You will have the option to save a game replay when you clear each stage.

CONTROL TYPE

There are two control types for this game; **left stick** (left stick tilts the gamefield) and **Motion Sensor** (tilt the PlayStation®Vita system to tilt the gamefield). Use the right stick to move the camera while the ball is at a standstill.



VIEWING THE GAME SCREEN



Collected bananas and remaining time also contribute to your final score.



MONKEY BOWLING

Holding the PlayStation®Vita system lengthwise, enjoy a simple game of bowling, or attempt some of the crazier irregular lanes.

To play the game, slide your finger across the touchscreen left and right to position the ball, and then slide your finger upward to bowl. The speed and angle you move your finger determines the speed and direction the ball will travel. You can make additional adjustments to your aim after the ball has been released by tilting the PlayStation®Vita system left and right.

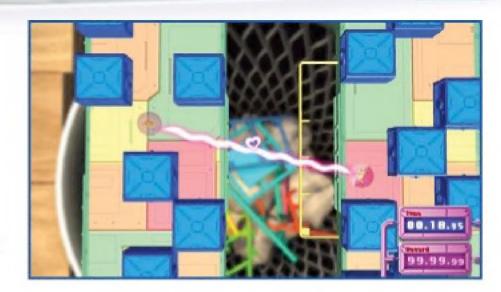




LOVE MAZE

Simultaneously direct two monkeys along their paths to the finishing line within the time limit. The balls are connected by a rope which can only stretch so far. If the rope snaps or a ball falls outside the stage, the game will restart from the most recent check point.

Use the left stick and right stick to control the movement of each ball respectively.





To receive additional support, including troubleshooting assistance, please contact SEGA at:

Website: www.sega.com/support

Telephone: 1-800-USA-SEGA

To register this product, please go to www.sega.com

For the End User Licensing Agreement, please go to www.sega.com/eula

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www.us.playstation.com/support/useragreements



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